Pathfinder®

Настольная ролевая игра™

Возвращение рунных властителей

Карты для игроков



ВОЗВРАЩЕНИЕ РУННЫХ ВЛАСТИТЕЛЕЙ

Карты для игроков

Картография:
Джейсон Энгл, Роберт Лазаретти и 99 Lives Design

ОГЛАВЛЕНИЕ

ГЛАВА 1
Всесожжение 3

ГЛАВА 2
Адепты Живодёра 6

ГЛАВА 3
Расправа на Крюковой горе 10

ГЛАВА 4
Крепость Каменных Великанов 14

ГЛАВА 5
Грехи спасителей 17

ГЛАВА 6
Шпили Зин-Шаласта 22

ПРИЛОЖЕНИЯ 27

ГЛАВА 1:
ВСЕСОЖЖЕНИЕ

ГЛАВА 2:
АДЕПТЫ ЖИВОДЁРА

ГЛАВА 3:
РАСПРАВА
НА КРЮКОВОЙ ГОРЕ

ГЛАВА 4:
КРЕПОСТЬ
КАМЕННЫХ ВЕЛИКАНОВ

ГЛАВА 5:
ГРЕХИ СПАСИТЕЛЕЙ

ГЛАВА 6:
ШПИЛИ ЗИН-ШАЛАСТА

ПРИЛОЖЕНИЯ






1
2
С
ЛЕСТНИЦА ВВЕРХ ВНИЗ


1
2
С


3
С
ЛЕСТНИЦА ВВЕРХ ВНИЗ


ЛЕСТНИЦА
ВВЕРХ
ВНИЗ
1
2
3


1 ДЮЙМ = 320 ФУТОВ


ЛЕСТНИЦА
ВВЕРХ
ВНИЗ
C


ЛЕСТНИЦА
ВВЕРХ
ВНИЗ



ГЛАВА 1:
ВСЕСОЖЖЕНИЕ
ГЛАВА 2:
АДЕПТЫ ЖИВОДЁРА
ГЛАВА 3:
РАСПРАВА
НА КРЮКОВОЙ ГОРЕ
ГЛАВА 4:
КРЕПОСТЬ
КАМЕННЫХ ВЕЛИКАНОВ
ГЛАВА 5:
ГРЕХИ СПАСИТЕЛЕЙ
ГЛАВА 6:
ШПИЛИ ЗИН-ШАЛАСТА
ПРИЛОЖЕНИЯ



ГЛАВА 1:
ВСЕСОЖЖЕНИЕ
ГЛАВА 2:
АДЕПТЫ ЖИВОДЁРА
ГЛАВА 3:
РАСПРАВА
НА КРЮКОВОЙ ГОРЕ
ГЛАВА 4:
КРЕПОСТЬ
КАМЕННЫХ ВЕЛИКАНОВ
ГЛАВА 5:
ГРЕХИ СПАСИТЕЛЕЙ
ГЛАВА 6:
ШПИЛИ ЗИН-ШАЛАСТА
ПРИЛОЖЕНИЯ





ЛЕСТНИЦА ● ВВЕРХ ● ВНИЗ




ЛЕСТНИЦА
ВВЕРХ
ВНИЗ
1
1


C
ЛЕСТНИЦА ВВЕРХ ВНИЗ

ГЛАВА 1:
ВСЕСОЖЖЕНИЕ
ГЛАВА 2:
АДЕПТЫ ЖИВОДЁРА
ГЛАВА 3:
РАСПРАВА
НА КРЮКОВОЙ ГОРЕ
ГЛАВА 4:
КРЕПОСТЬ
КАМЕННЫХ ВЕЛИКАНОВ
ГЛАВА 5:
ГРЕХИ СПАСИТЕЛЕЙ
ГЛАВА 6:
ШПИЛИ ЗИН-ШАЛАСТА
ПРИЛОЖЕНИЯ

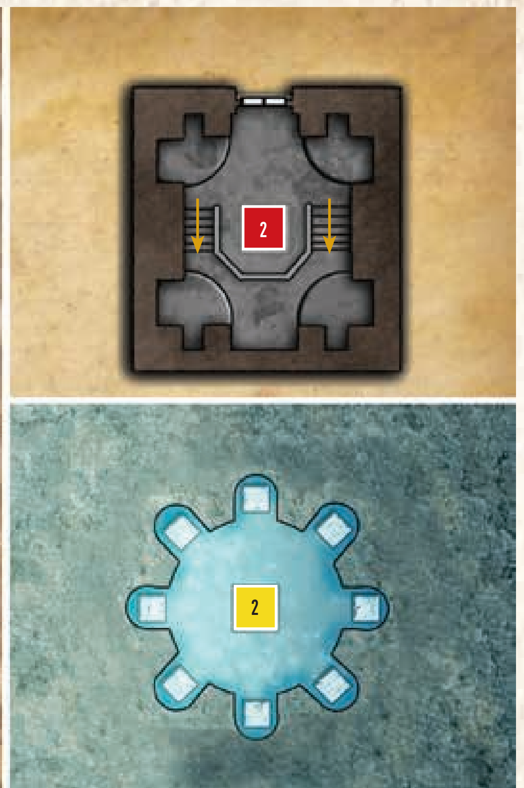


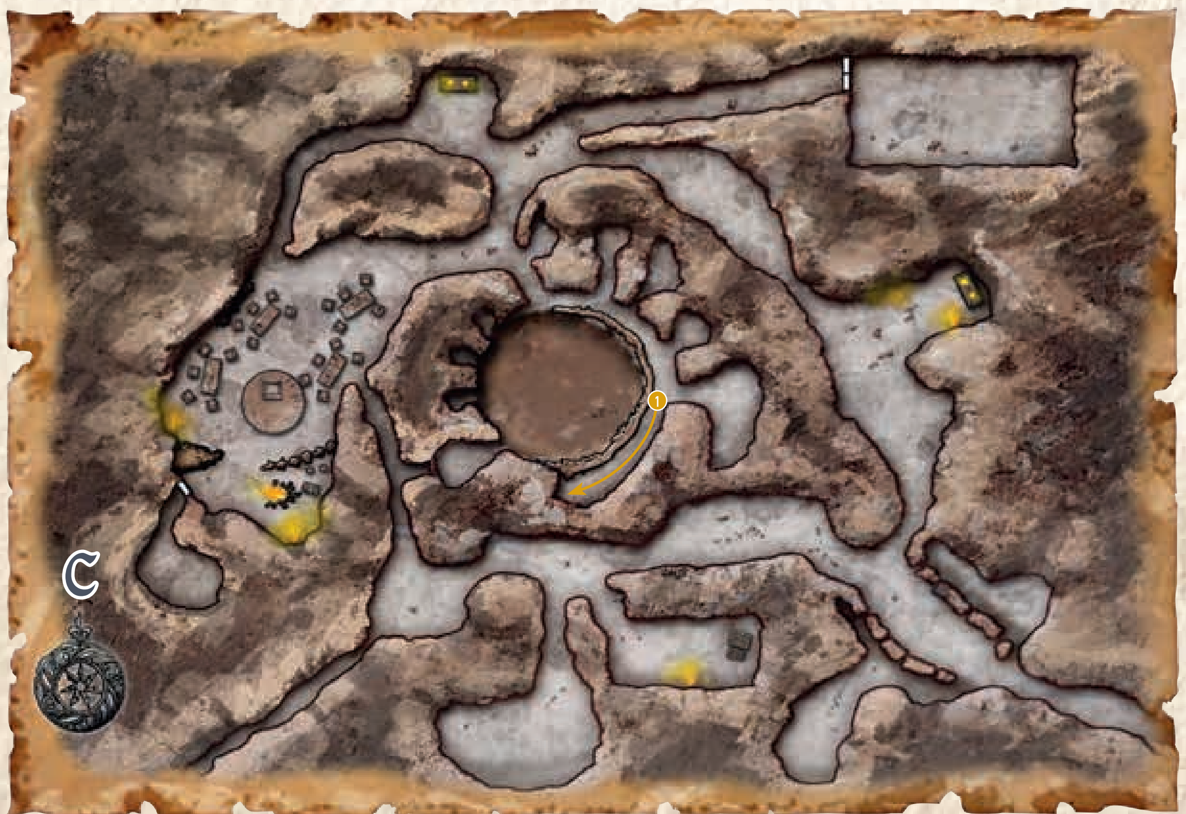


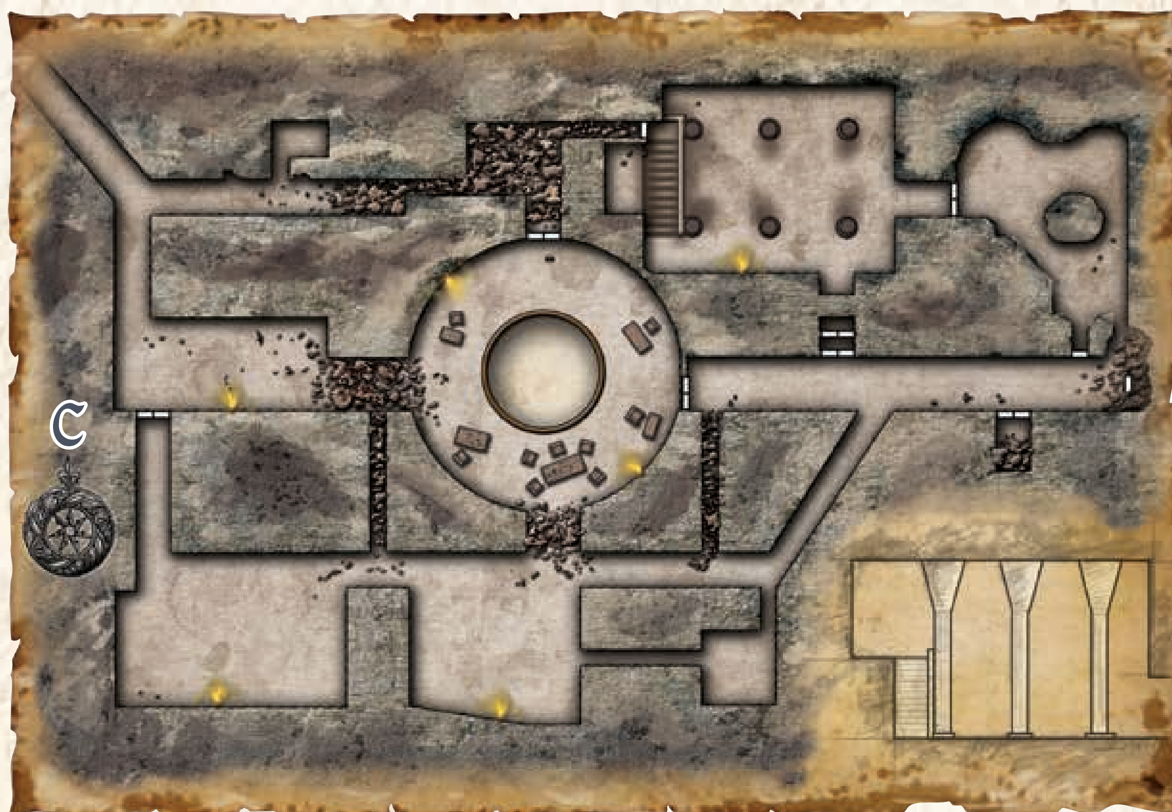


ГЛАВА 1:
ВСЕСОЖЖЕНИЕ
ГЛАВА 2:
АДЕПТЫ ЖИВОДЁРА
ГЛАВА 3:
РАСПРАВА
НА КРЮКОВОЙ ГОРЕ
ГЛАВА 4:
КРЕПОСТЬ
КАМЕННЫХ ВЕЛИКАНОВ
ГЛАВА 5:
ГРЕХИ СПАСИТЕЛЕЙ
ГЛАВА 6:
ШПИЛИ ЗИН-ШАЛАСТА
ПРИЛОЖЕНИЯ

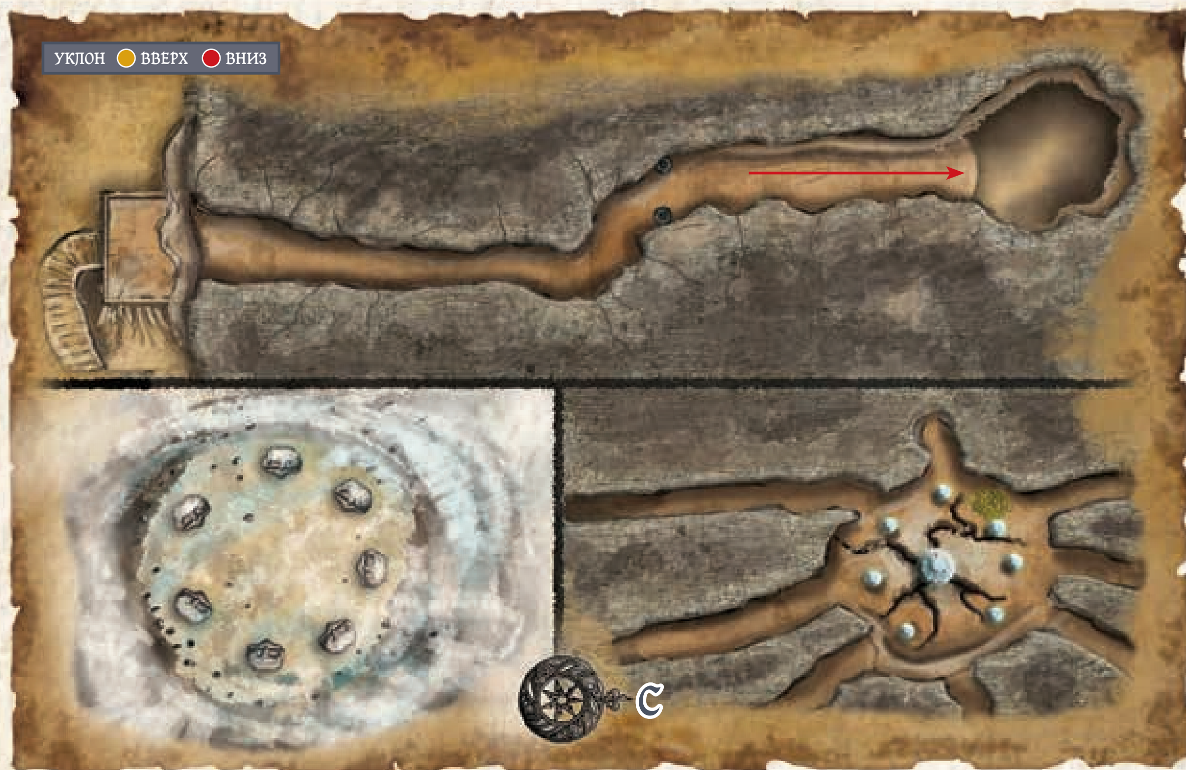




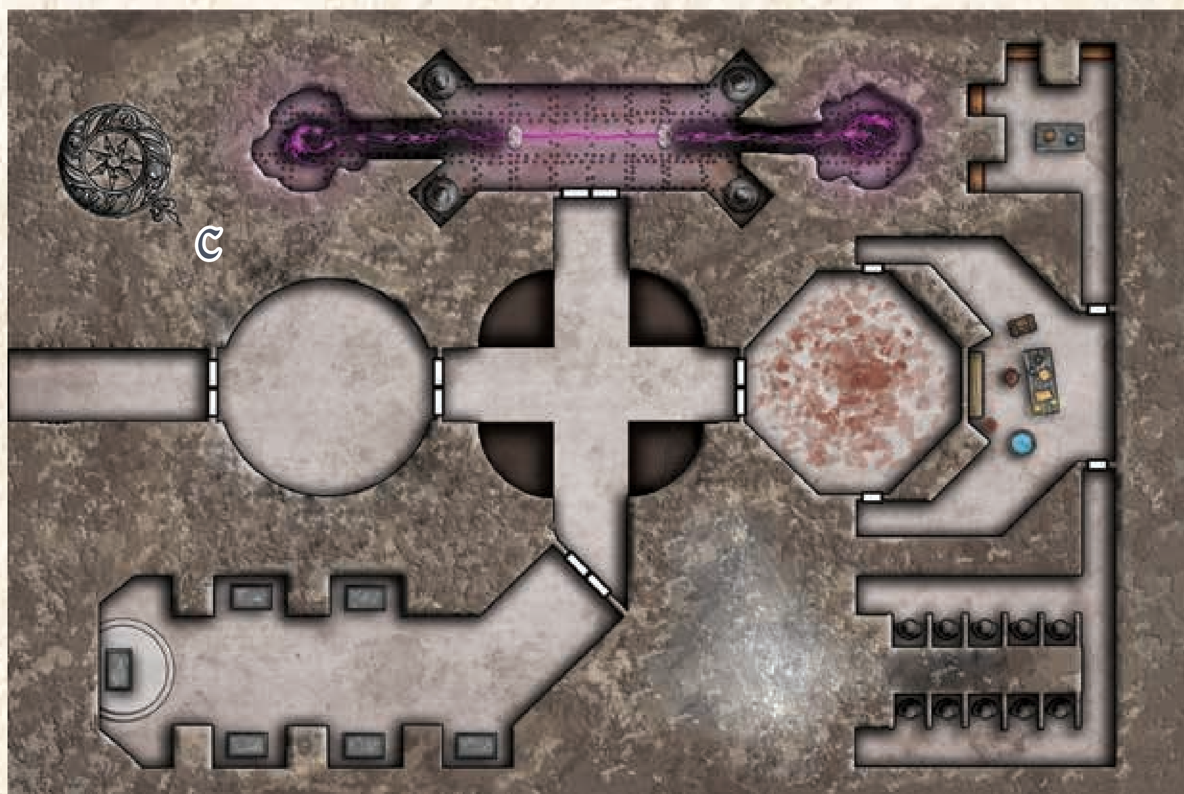




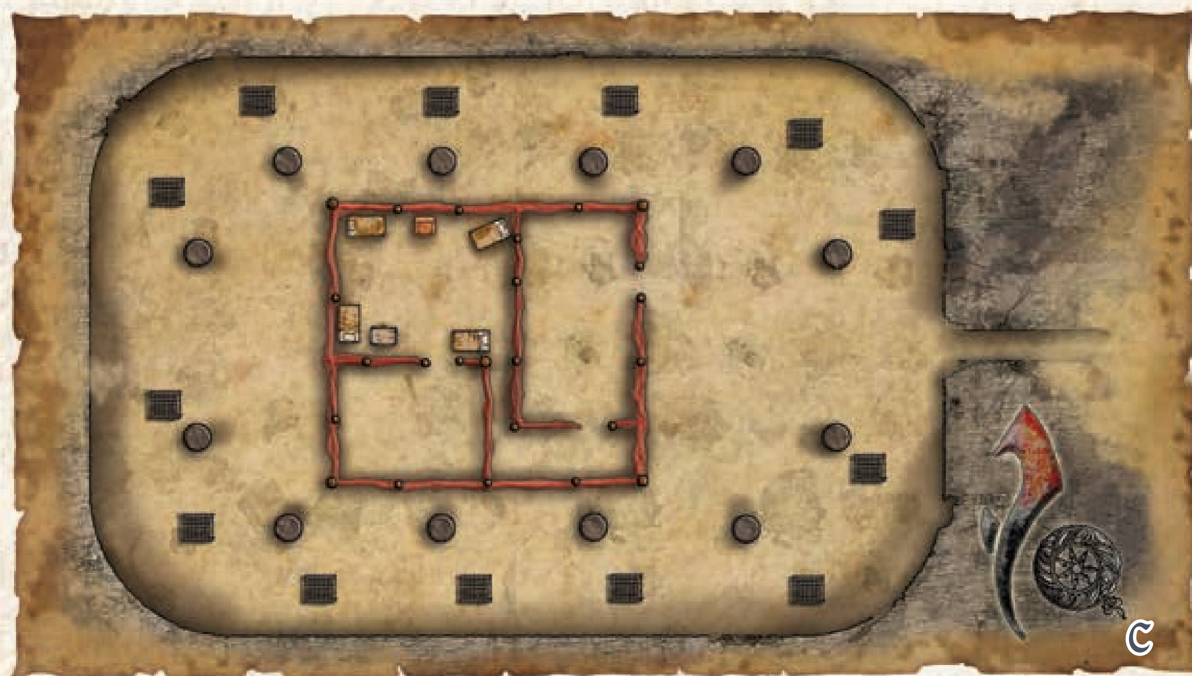



УКЛОН
ВВЕРХ
ВНИЗ
C


C










C


C


ЛЕСТНИЦА
ВВЕРХ
ВНИЗ


1 ДЮЙМ = 50 МИЛЬ
1 ДЮЙМ = 8 МИЛЬ

ГЛАВА 1:
ВСЕСОЖЖЕНИЕ
ГЛАВА 2:
АДЕПТЫ ЖИВОДЁРА
ГЛАВА 3:
РАСПРАВА
НА КРЮКОВОЙ ГОРЕ
ГЛАВА 4:
КРЕПОСТЬ
КАМЕННЫХ ВЕЛИКАНОВ
ГЛАВА 5:
ГРЕХИ СПАСИТЕЛЕЙ
ГЛАВА 6:
ШПИЛИ ЗИН-ШАЛАСТА
ПРИЛОЖЕНИЯ




С

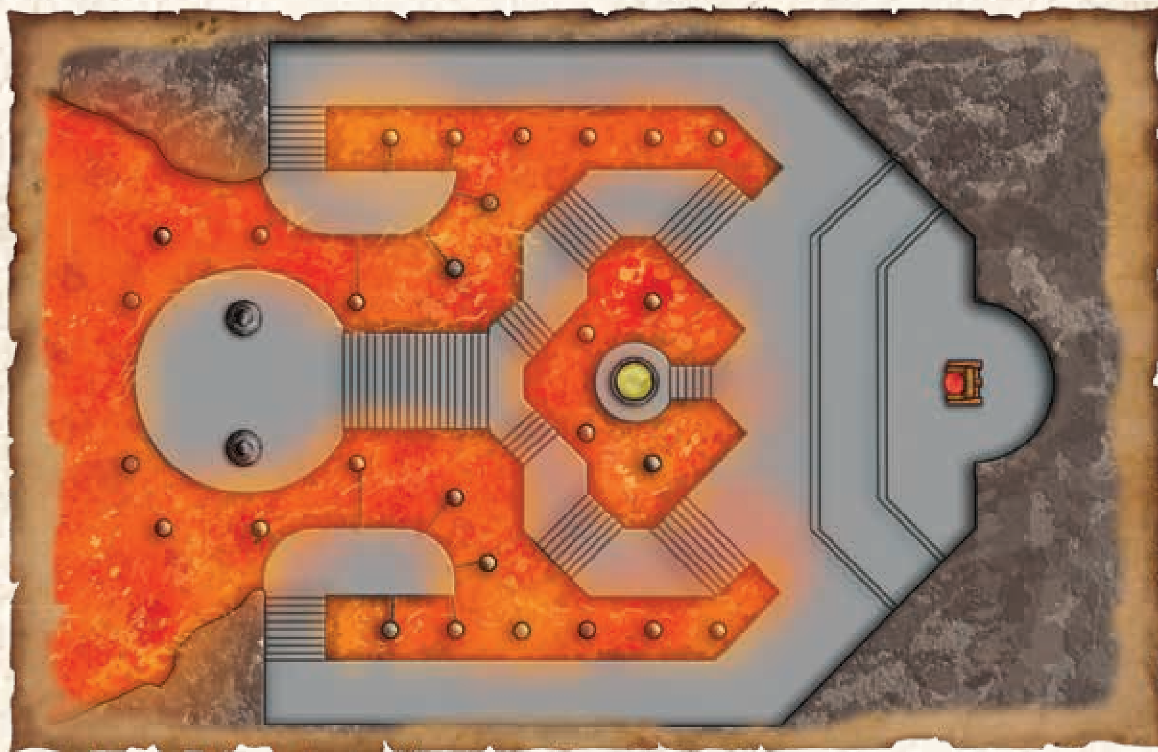

С

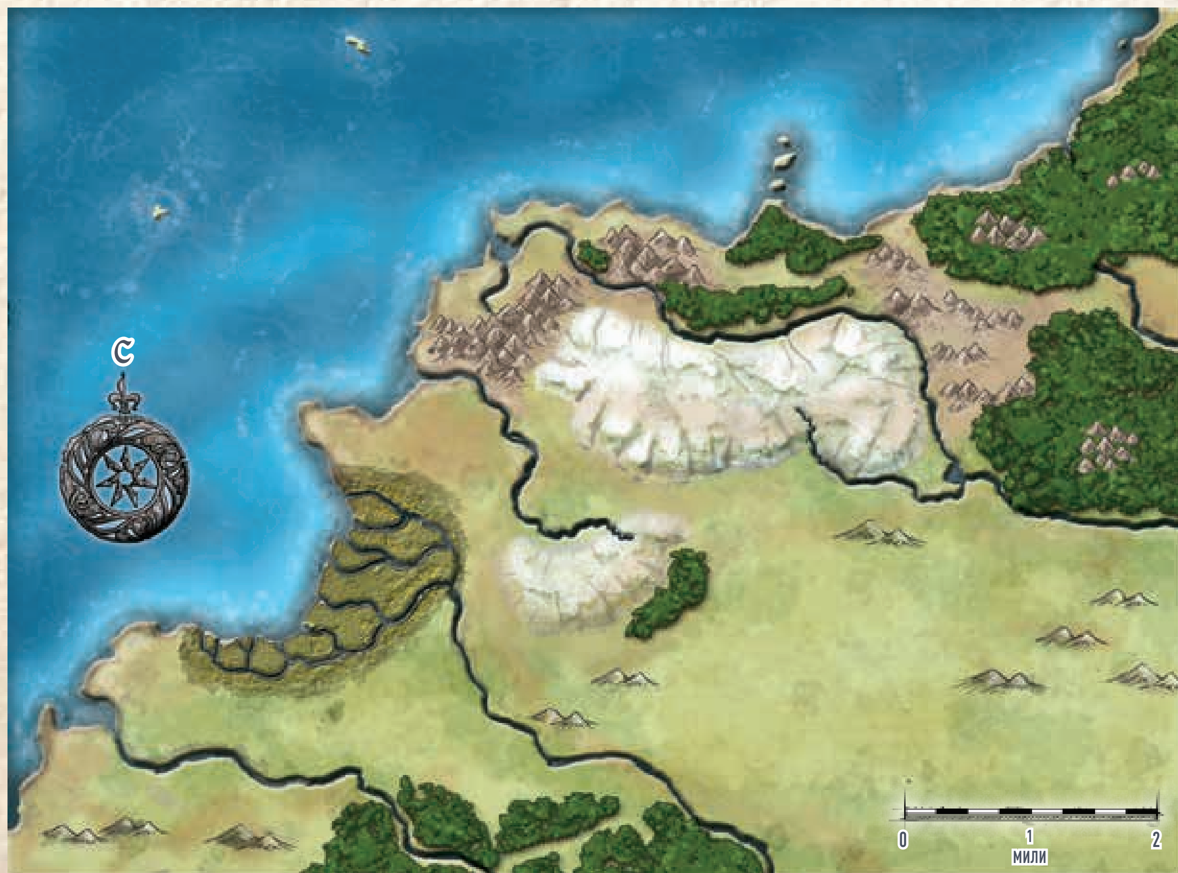

C


C

ГЛАВА 1:
ВСЕСОЖЖЕНИЕ
ГЛАВА 2:
АДЕПТЫ ЖИВОДЁРА
ГЛАВА 3:
РАСПРАВА
НА КРЮКОВОЙ ГОРЕ
ГЛАВА 4:
КРЕПОСТЬ
КАМЕННЫХ ВЕЛИКАНОВ
ГЛАВА 5:
ГРЕХИ СПАСИТЕЛЕЙ
ГЛАВА 6:
ШПИЛИ ЗИН-ШАЛАСТА
ПРИЛОЖЕНИЯ






С
0
1
2
МИЛИ


С
0
150
300
ФУТЫ


0
1 000
2 000
ФУТЫ
С


С
0
200
400
ФУТЫ


С
0
10
20
МИЛИ

В данном продукте используются материалы из *«Pathfinder: Основная книга правил»* и *Pathfinder RPG Advanced Player's Guide*. Эти правила можно найти в Pathfinder Roleplaying Game Reference Document на сайте **paizo.com/prd.**

Эта книга соответствует Open Game License (OGL) и может использоваться как с правилами ролевой игры Pathfinder, так и с правилами редакции 3.5 самой знаменитой в мире ролевой игры в жанре фэнтези.

Product Identity. Данные объекты относятся к Product Identity, согласно определению Open Game License version 1.0a, Section 1(e) и не являются Open Content: все торговые марки, зарегистрированные торговые марки, имена собственные (персонажи, божества и так далее), диалоги, места действия, сюжеты и сюжетные линии, персонажи, иллюстрации и оформление. Объекты, ранее обозначенные как Open Game Content или находящиеся в общественном достоянии, не включаются в данное определение.

Open Content. За исключением материалов, обозначенных как Product Identity (см. выше), игровая механика данного продукта компании Paizo является Open Game Content, согласно определению Open Game License version 1.0a Section 1(d). Воспроизведение любых частей данного произведения в любой форме (за исключением материалов, обозначенных как Open Game Content) запрещено без письменного разрешения.

Rise of the Runelords Anniversary Edition Player's Guide © 2012, Paizo Publishing, LLC. All Rights Reserved. Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, Pathfinder Society, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Module, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Publishing, LLC.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Advanced Bestiary © 2004, Green Ronin Publishing, LLC; Author: Matthew Sernett.

The Book of Fiends © 2003, Green Ronin Publishing, LLC; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

Plot & Poison © 2002, Green Ronin Publishing, LLC; Author: Matthew Sernett.

Bunyip from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Dermot Jackson.

Decapus from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Jean Wells.

Demon, Alu- from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Jelly, Mustard from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Jubilex from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Mite from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Nereid from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Orcus from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Pazuzu from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Skulk from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Simon Muth.

Tentamort from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Mike Roberts.

Undead Lord from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene.

Wolf-In-Sheep's-Clothing from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Yeti from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Zombie, Juju from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition © 2012, Paizo Inc; Authors: Wolfgang Baur, Stephen S. Greer, James Jacobs, Nicolas Logue, Richard Pett, and Greg A. Vaughan.

Настольная ролевая игра Pathfinder. Серия приключений «Возвращение рунных властителей». Русское издание © 2018 ООО «Мир Хобби». Все права защищены.